

SCOOP

(Updated February 1, 2019)

SCOOP is a series of fast-paced word game where players compete to make three-letter words. Up to eight people can play.

Components:

The game comes with 35 single letter cards and 150 bigram (two-letter) cards. Cards have values based on the frequency that letters and bigrams appear in three-letter English words.



AB	AC	AD	AG	AI	AK	AL	AM	AN	AP	AR	AS	AT	AW	AX
AY	BA	BE	BI	BO	BU	CA	CE	CO	CU	DA	DE	DI	DO	DU
EA	ED	EE	EG	EL	EM	EN	EP	ER	ES	ET	EW	EX	EY	FA
FE	FI	FO	GA	GE	GI	GO	GU	HA	HE	HI	HO	HU	IB	IC
ID	IE	IG	IL	IM	IN	IP	IR	IS	IT	IX	JA	JO	JU	JI
KE	KI	LA	LE	LI	LO	LU	MA	ME	MI	MO	KA	MU	NA	NE
NI	NO	NU	OA	OB	OD	OE	OG	OL	OM	ON	OO	OP	OR	OT
OU	OW	OX	OY	PE	PI	PO	PU	RA	RE	RI	RO	RU	SA	SE
SI	SO	SU	TA	TE	TI	TO	TU	UB	UD	UE	UG	UM	UN	UP
UR	US	UT	VA	VE	VI	VO	WA	WE	WO	YA	YE	ZO	LL	FU

A	B	C	D	E	QU	M
F	G	H	I	J	B	N
K	L	M	N	O	C	R
P	R	S	T	U	D	S
V	W	X	Y	Z	L	T

Scoring: Simply add up the points on all cards collected. Designate a scorekeeper. Optional laser-cut 500-point scoreboards may be purchased separately.

Before playing any game, set a target score, for example 100 points.



MODE ONE – BE QUICK

Goal: Quickly scoop cards that make words and be the first player to score 100 points after several rounds of play.

Setup: Shuffle all the single letter (target) cards and place face down in a draw pile. Scramble all the bigram cards face up between all the players.

Game Play: The game is played in rounds. On each round:

- Flip over the next target card.
- Start a 15-second timer (use one on cell phone)
- Each player then gathers as many bigrams that when combined with the target card's letter make valid three-letter words.
- Players call out and score their words
- Score each player's points.

Winning: Play until all cards are gone or one player exceeds 100 points. In the case of a tie, play another round.

MODE TWO - ELIMINATION

Goal: Be the first player to score 100 points after several rounds of play.

Setup: Shuffle all the single letter (target) cards and place face down in a draw pile. Shuffle all the bigram cards and give each player 10 bigram cards.

Game Play: The game is played in rounds. On each round:

- Flip over the next target card.
- Each player then secretly selects one card (if possible) that when combined with a bigram (either at the beginning or end) makes a three-letter word.
- All players then reveal their cards.
- The person with the highest combined score (letter plus bigram) scoops all the cards (single and bigram).
- If there is a tie, then all players keep their cards.
- Continue playing until a player has depleted their hand
- Score in between rounds.

Winning: Play until one player exceeds 100 points. In the case of a tie, play another round.

MODE THREE – WINNER TAKES ALL

Goal: Be the first person to score 200+ points.

Setup: Shuffle all the target cards and give each player three cards. Shuffle all the bigram cards and scatter face up in the middle of the table. Play in rounds.

Game Play: On each round, all players simultaneously

- Scoop a bigram card that will make a word with one of their letter cards
- Wait until all players have made a selection
- Reveal their letter and bigram combination
- The person with the highest score scoops all the revealed cards of all the players
- Discard the bigram cards and return the single letter cards to a discard pile (which is shuffled as needed).

If there is a tie, put the bigram cards back and play another round.

Play until one player has depleted their hand. Keep score.

Winning:

Play again until one player exceeds 250 points.

MODE FOUR – SCOOP FIVE

Goal: Be the first person to reach or exceed an agreed-upon score, for example 250 points.

Setup: Shuffle all the target cards into a draw pile Shuffle all the bigram cards and scatter face up in the middle of the table. Play in rounds.

Game Play: On each round:

- Deal each player five single-letter cards.
- All players then simultaneously scoop five bigram cards, each of which must make a valid word with one of their letter cards
- Wait until all players have made their selections
- Everyone reveals all five pairs of words
- Players say their words to validate them
- The scorekeeper maintains everyone's total scores
- Discard the bigram cards and return the single letter cards to a discard pile (which is shuffled as needed).

WINNING:

Play until one player hits or exceeds the target score.

VALIDITY:

If the word is found in any dictionary or encyclopedia, it is deemed valid. Familiar words such as first names, product names and brand names are allowed. Generally, however, abbreviations and acronyms should not be allowed.

DISPUTES:

If someone makes an invalid word that is disputed, that person's cards are scooped by the winner of a round.

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